

STORY MACHINE™



Written in MicroMotion FORTH-79.

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FAST START INSTRUCTIONS

Load the program into your computer.

(For instructions on this see page 7.)

Answer the questions on the screen.

1

Press 1 to write your story.

The area is where the actors appear and the story is acted out. The bottom area is the **Story Space** where the words appear as you write your story.

- To write your story follow the **RULES** that are described on page 4. As you write your story, it will be acted out.
- To rerun your story, press **ESC**.

2

Press 2 to see the dictionary.

- The **Dictionary Window** will appear on the screen that contains the words you can use in your story. Of course, you can refer to the reference card if you prefer.
- To continue writing your story, **press 1**. You will return to the Story Window.

3

Press 3 to save or retrieve a story from another disk.

use to save your stories. **Press 3** and answer the questions.

- You must use STORY MACHINE to initialize the **Story Disk** you will
- To save or retrieve a story from your Story Disk, **press 3** and answer the questions. You will have to insert a story disk in your disk drive.

4

Press 4 to make your choices of sound, screen color, or help.

RULES FOR WRITING STORIES

- 1) Begin each sentence with an article, pronoun or adjective (A, HE, THIS, etc.).
- 2) Use present tense verbs (run, not ran).
- 3) A period or prepositional phrase must follow a verb (RUN TO A HOUSE).
- 4) Pronouns can be used only for the last noun used as the subject of a sentence.
- 5) Always end your sentences with a period. You will see your sentence acted out when you type the period.
- 6) Think of your story as a script for the computer to act out. A maximum of four actors can appear in the story at any one time. If your story calls for more than four actors to be on the screen at once, the message "TOO MANY ACTORS" will appear.
- 7) When you near the end of the line, **press RETURN** to continue to a new line.
- 8) **Press ESC** when you want to see your whole story animated again. You can re-run the story by pressing **ESC** again and again.
- 9) You have four lines for writing your story. If you run out of space while typing, **press RETURN** and you will be at the top of a new **Story Space**.

Mistakes in grammar and spelling will be erased for you. There are some sentences that have correct grammar and spelling, but which cannot be animated by the computer. See page 9.

THE STORY MACHINE DICTIONARY



articles

The
An
A

Adjectives

This
That
These
Those
Some

Pronouns

He
She
It
They



nouns

Apple(s)
Box(es)
Boy(s)
Bumpus(es)
Cat(s)
Dog(s)
Fence(s)
Flower(s)
Girl(s)
Rock(s)
Store(s)
Tree(s)
House(s)

Possessive Pronouns

His
Her
Its
Their



verbs

Are
Dance(s)
Eat(s)
Go(es)
Hop(s)
Is
Jump(s)
Run(s)
Sing(s)
Walk(s)
Zot(s)

Prepositions

At
By
To
For
In

AGE OR SKILLS NEEDED

Any child five years old or older will enjoy this program. Children who can only read 10 of the words used by the program will quickly learn the others.

A NOTE TO PARENTS



TORY MACHINE encourages young readers to become young writers. Using a vocabulary of about 40 words, children can write sentences, combine them into stories, and see their stories animated.

While children giggle over their stories they will be learning the following things:

- **Sight vocabulary.** A sight vocabulary is the set of words a child knows on sight, without sounding them out. Children who don't already read the words used in the program will quickly learn them so they can use them in their stories.
- **Awareness of grammar.** Children will become more aware that there are rules for language use as they use the program. The program will not accept a singular subject and a plural verb, for example.

THE STORY MACHINE

- **Positive attitude toward writing.** The motivation to write will be high when the reward is animation. This activity tells them writing can be fun.
- **Writing longer stories.** Five, six, and seven-year-old writers often write stories comprised of one or two sentences. The physical act of writing is demanding for young children. Playing with the computer keyboard is viewed as fun whereas writing with pencil and paper is often viewed as work. Children will often write longer stories on a keyboard than they will with a pencil.
- **Keyboard Familiarity.** Children use the keyboard to communicate with the computer instead of joy sticks or game paddles. Keyboard familiarity is an important aspect of computer literacy that children begin learning with this program.



ow to start
the STORY MACHINE

- Apple II® Plus Computers: put the STORY MACHINE disk into the disk drive and turn on the computer. Close the disk drive door.
- IBM® Personal Computers: put the STORY MACHINE disk into the disk drive, close the disk drive door and turn on the computer.
- Atari® 800 Computers:
 - Turn on your disk drive.
 - When the top red light (the "BUSY" light) goes out, open the disk drive door.
 - Insert the STORY MACHINE disk and close the disk drive door.
 - Turn on the computer.The program will start automatically.

CHOICES

Each time you begin the STORY MACHINE, (or anytime you **press 4**) you will have three choices to make:

- 1) Do you want sound to accompany the animations of your story?
- 2) Do you want a white background or a black background on the screen?
- 3) Do you need help using the program?

Type your answer (**Y** for Yes and **N** for No) after each question is presented. When you've answered the questions, you're ready to begin.

You will see a list of options at the bottom of the screen. Each option stands for a separate Story Space. You may want to think of them as separate pieces of paper on a desk. We call them **Windows**. Each Window can be accessed with a number.

Press 1 to write your story.

Press 2 to see the dictionary of words you can use in your story.

Press 3 to save your story or get a story already saved.

Press 4 to make your choices of sound, screen color, or help.

DICTIONARY

The first time you play, you'll probably want to check the **Dictionary Window**. (**press 2**). You will see the list of words you can use in your story. If you use any other words, or misspell words, or use words incorrectly in your story, the computer will cross them out.

After you have seen the words, **press 1** to go to the **Story Window** to write your story.

WRITING YOUR STORY

The story window has two parts. The top area is where the actors appear and the story is acted out. The bottom area is the Story Space where the words appear as you write your story.

There are a few rules you'll need to follow writing your story.

If a sentence is not grammatically correct, or a word is misspelled, the computer will erase the mistake for you. When you get near the end of a line you will have to press **RETURN** to continue on a new line.

For practice, let's write a story. Type:
THE BOY RUNS TO AN APPLE.

When you type the period (.) you will see the boy run. Now type:

HE EATS THE APPLE. THE GIRL HOPS TO THE HOUSE.

If you want to see the entire story again, press the **ESC** key.

There are a few types of sentences that cannot be animated even though they are correct both in grammar and spelling:

- Verbs cannot take direct objects. A period or a prepositional phrase must follow a verb. For example, the computer can animate:

THE BOY HOPS.

THE BUMPUSES HOP TO THE FLOWERS.

The computer cannot animate:

THE BOY JUMPS THE ROCK.

- The computer cannot animate sentences with an inverted sentence order.

For example, it is O.K. to write:

THE BOY JUMPS TO THE HOUSE.

- It is not O.K. to write:

TO THE HOUSE THE BOY JUMPS.

- Some sentences require that spatial relationships between actors be appropriate. One actor may block another's path. For example, try:

THE DOG WALKS TO THE CAT.

THE CAT DANCES.

You should have gotten a message which said: "CAN'T DO IT FROM HERE."

This is because the location of the dog blocks the path of the cat.

- Another limitation concerns the verb EAT. To EAT something, an actor must be beside the object which is to be eaten. For example, type:

THE BOY IS AT THE ROCK. THE GIRL IS AT THE FLOWER. THE BOY EATS THE FLOWER.

You should have gotten a message telling you that the boy "MUST BE CLOSER."

The computer also erased the last sentence and returned the error to the end of the second sentence. Now type:

THE GIRL EATS THE FLOWER.

And the flower is eaten!

If your child asks why the computer has these limitations, explain that computers aren't as smart as they sometimes seem!

SAVING YOUR STORY

There are three tasks that can be performed in the **Disk Window**:

- Preparing a **Story Disk** for saving stories
- Saving stories on a Story Disk
- Retrieving stories from a Story Disk

PREPARING A STORY DISK

Go to the Disk Window by **pressing 3**. The screen will ask for a Story Disk. **Press ESC** to tell the computer that you want to make a new Story Disk. The computer will instruct you to put a disk in the disk drive. **Press Y** and the computer will prepare the disk as a Story Disk. When the computer has finished, it will show an index of the new Story Disk with space for 15 stories. If you have a story in the Story Space below the index, you can save it . See instructions on page 11. If you want to return to the **STORY MACHINE** **press ESC**. The computer will ask you to take the Story Disk out and to put the **STORY MACHINE** program disk back in the disk drive. Then **press RETURN**.

SAVING A STORY

When you have written a story you want to save; **press 3** to go to the Disk Window. The computer will ask for a Story Disk. Put the previously prepared Story Disk in the disk drive and **press RETURN**. The screen will show an index of the Story Disk with space for 15 stories.

The computer will ask which of 15 storage pages you want. Type an unused number and **press RETURN**. The computer then asks you for a title. Type your title and **press RETURN**. The computer will save your story on the disk under the page number and title you requested.

If you want, you can replace an existing story of a page with the new one. When the computer asks for the page number, type the number of the story you want replaced. The computer will ask if you want to **GET** the story from that page or **PUT** a new one there. Type **PUT** to replace the old with the new one. The computer then asks for the new title. Type in the new title and **press RETURN**.

Press ESC, when you are ready to return to the STORY MACHINE program. Only 15 stories can be saved on a Story Disk. Of course, you can have as many Story Disks as you want.

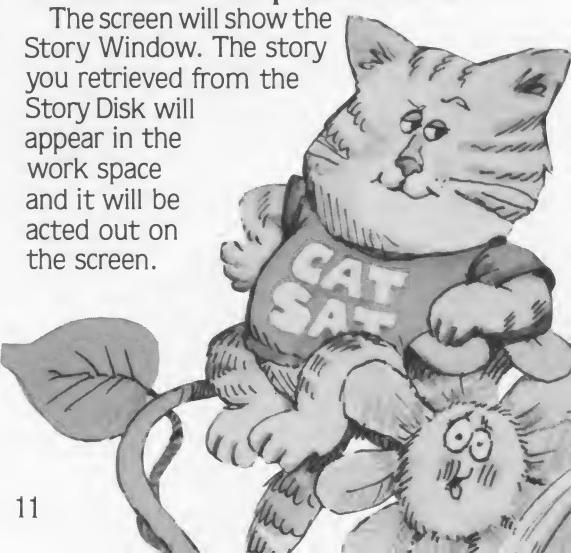
RETRIEVING A STORY

Go to the Disk Window by **pressing 3**. The computer will ask for a Story Disk. Remove the STORY MACHINE Disk from the disk drive and put in the Story Disk with the story you want. **Press RETURN**.

You will see the index of this Story Disk with the page number and title of each story you have saved. The computer asks you which story you want by asking for its page number. For example, if you want the story on Page 8 type **8** and then **press RETURN**. The computer will ask if you want to **GET** a story from the page or **PUT** a story on the page. Type **GET** and the story will appear in the workspace.

To run the story you have retrieved **press ESC**. The computer will ask you to take the Story Disk out and put the STORY MACHINE program disk back into the disk drive. Then **press RETURN**.

The screen will show the Story Window. The story you retrieved from the Story Disk will appear in the work space and it will be acted out on the screen.



DesignWare, creators of
STORY MACHINE is a company staffed
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professionals.

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